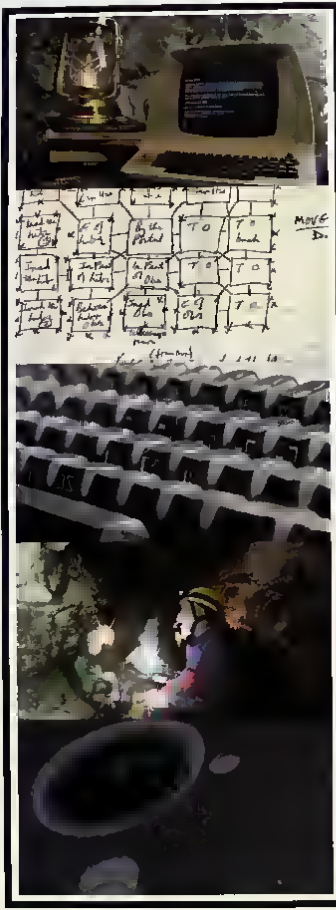

AT THE DAWN OF THE ERA OF HOME COMPUTING, AN UNUSUAL TYPE OF GAME WAS THE MOST POPULAR TO PLAY. WITH JUST A SCREEN OF TEXT AND A PROMPT, YOU WOULD BE ASKED THE SIMPLE QUESTION:

WHAT DO YOU WANT TO DO NEXT?

AS YOU TYPED IN COMMANDS AND SENTENCES, THE GAMES WOULD TELL YOU A STORY: A STORY FRAUGHT WITH DANGER, EXCITEMENT, PUZZLES AND HOURS OF EXPLORATION. VICTORY WOULD SEEM JUST AROUND THE NEXT CORNER OR THROUGH THE NEXT BARRIER.

PLAYERS COULD SPEND HOURS, WEEKS OR MONTHS IMMERSED IN THESE GAMES, TESTING THEIR THINKING SKILLS TO THE LIMIT AND SHARING THEIR VICTORIES AND DEFEATS.

THEY WERE CALLED TEXT ADVENTURES, ADVENTURE GAMES, AND INTERACTIVE FICTION. THEY DOMINATED THE SALES CHARTS AND INTRODUCED MILLIONS TO THE POWER AND FLEXIBILITY OF HOME COMPUTERS. NO OTHER TYPE OF COMPUTER GAME COULD COME CLOSE.

AND THEN THEY WERE GONE FOREVER.

OR MAYBE THEY NEVER ACTUALLY LEFT.

DIRECTOR JASON SCOTT INTERVIEWED DOZENS OF CREATORS, PLAYERS, AND SCHOLARS ABOUT THE EXPERIENCE AND EFFECT OF TEXT ADVENTURES AND INTERACTIVE FICTION. THE RESULT IS GET LAMP, A DOCUMENTARY WITH MULTIPLE PATHS THAT TAKES YOU FROM A CAVE DEEP IN KENTUCKY TO THE ARRIVAL OF WHAT SOME THINK IS A BRAND NEW FORM OF LITERATURE.

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# GET LAMP

## a film by jason scott

GET LAMP was in production from October of 2006 to February of 2010. Filmed using a Panasonic AG HVX200 and Canon HV20 and edited using Sony Vegas Pro. Over 70 interviews were conducted and over 120 hours of footage were recorded. Filmed on location throughout the United States, Canada and England, a special thanks to all interviewees who opened their homes and schedules.

http://www.getlamp.com is the official website for this project. The production was started with an investment from the 50 members of The Adventurers' Club. Funding during filming came from sales of the BBS Documentary, this film's predecessor – thanks for buying it, everyone. Completed with a sabbatical grant from over 340 contributors in 2009. If I can do a multi-DVD film about text adventures, you can do a film about anything that you want to. Get going!

Much appreciation to the users of rec.games.mud for years of discussion and assistance, and the Meretzky family for trust and friendship. This film is licensed Creative Commons Attribution-Noncommercial-Share Alike. Never explore a cave alone.

You
a of twisty little passages all alike

BEFORE THE FIRST PERSON SHOOTER
THERE WAS THE
SECOND PERSON THINKER.

# GET LAMP

A DOCUMENTARY ABOUT ADVENTURES IN TEXT